

BEFORE USING YOUR 3DO® SYSTEM

Exposure to certain light patterns, flashing lights, or backgrounds on a television screen or while playing video games may induce an epileptic seizure in a very small percentage of individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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WHO KNOWS WHAT EVIL LURKS IN THE DEPTHS OF OUTER SPACE?



WE GOT TROUBLE. BIG TIME.

Worse than the radiation storm of 2264.

More confounding than the Antares, Time Warp Nebula.

Hungrier than a black hole sipping in at light speed.

Here's the deal. There are these evil crimelords who have set up a network of terror that stretches across the entire Milky Way, and we ain't talkin' candy bars. Though we're still a bit fuzzy on the details, we've watched their growing presence in the illicit arms trade and intercepted a few of their subspace transmissions. And what we found out doesn't make a pretty picture.

See, once they've taken over everything, they'll turn everyone in the galaxy into signed-out zombies and make us work as slaves as well. It's a great deal for them—no annoying government regulators, no uppity backtalk from the help, and no pesky psychobeds to write. Trouble is...



...it's also the end of civilized life as we know it!

WE KNOW WHO THE BIG GUYS ARE.



There's DOOBAH, running the spice mills on the Desert Planet of Knagg. There's ZANG, who's training his terrorist mercenaries on Kesh, a.k.a. The Jungle Planet. And there's OX, the leader of the pack, who is even now plotting invasion strategy from his palace on the Volcanic Moon of Moog.

There's no time to lose, and one false step could be fatal. But where will we find a hero who's got the brains, the guts, the sheer nerve to put the spice rockets out of commission, shut down the terrorist training camp, and stop the invasion in time?

**THERE'S ONLY ONE MAN
IN THE GALAXY WITH
THE BICEPS, THE GUN,
AND THE EGO BIG ENOUGH
FOR THE JOB...**



CAPTAIN QUAZAR



1	GETTING STARTED	1
	Setting Up	1
	The Title Screen	1
2	THE ACTION SCREEN	2
	Controlling Captain Quazar	3
	The Status Bar	4
	The Communication Meter	4
	Health Points	4
	Bullets, Missiles, Grenades	4
	Matters of Life and Death	5
	Mission Assignments: Hail From The Chief	5
3	THE INFORMATION SCREEN	6
	The Map	6
	The Log	7
	Load/Save	7

3 THE INFORMATION SCREEN (CONTINUED)

Options	8
Flags	8
Main Volume	8
LFE Volume	8
Player 1/Player 2 Disables	8
Control	10
Help	10
Quit	11
Inventory Window	11
The Armory	11

4 CAPTAIN QUAZAR'S WORLD

Weapons and Powerups	12
General Targets	14
Enemies I: The Desert World	15
Enemies II: The Jungle World	15
Enemies III: The Lava World	15

5 ADVICE FROM THE PROS

CREDITS

LEGALS

1 GETTING STARTED

POSTER



Setting Up

1. Check to see that the Control Pad is connected to the Control Port on the front of the 3DO system. If it isn't, plug in the Control Pad.
2. Turn ON the power switch on your 3DO system. The READY light indicates that the unit is on.
3. Press the OPEN/CLOSE button and insert your Captain Quazar CD with the label facing up in the disc tray. Press OPEN/CLOSE again to close the tray. If you have a top-loading 3DO system, open the pop-up lid, and insert the CD with the label facing up, and close the lid.

You should see the 3DO logo on your screen within a few seconds. If the symbol does not appear, turn the system off and repeat the process from step 1.

The Title Screen

After a few seconds, the game begins with an opening video. After the video ends, the Title Screen appears. To bypass the video and move right to the Title Screen, press A or Play/Pause at any time.

From the Title Screen you can start a new game or load a previously saved game. Move the D-Pad to highlight your selection and press A.

- **New Game** — Start a new game.
- **Load Game** — Load a previously saved game. You can save up to eight games, and return to them later. To load a saved game:

1. Select Load Game from the Title Screen, or select the Load Button on the Information Screen, and press the A Button.
2. Use the D-Pad to select one of the eight games listed on the left side of the Load Game screen.
3. Press A to start loading the game.
To leave the Load Game screen and return to the Title Screen, press the Play/Pause Button at any time.



Z THE ACTION SCREEN

FASTER THAN A SPEEDING METEOR. More powerful than an imploding gas giant. Able to leap tall... uh... well, OK, so he can't jump. So sue him.

Captain Quazar's heroic deeds rely on his amazing speed and unstoppable firepower. For you as his handler, control is the essential element that will make the difference between Captain Quazar, Supersuit, and Captain Quazar, boom food. You don't have to read this chapter, but it will really help. Really.



2



Controlling Captain Quazar

Here are the basic commands that enable our hero to get around and do his thing:

L SHOOT

Left Stick

WARRIOR SEE Captain Quazar do his rock star impersonation? Hold down the Left Stick Button. Move press the D-Pad to the left to spin him counterclockwise, or to the right to spin him clockwise. Not enough fun? Try combining the spin movement with the weapon controls (that's the A, B, or C Buttons) to generate a full 360-degree cloud of ammo. This trick is guaranteed to confuse the game, but Captain Quazar is even crazier than they are.



D-Pad

MOVES CAPTAIN QUAZAR in any direction.



Stop Button

TAKES YOU to the Information Screen, discussed in greater detail below.



Play/Pause Button

NEED QUICK ACCESS to your speed boots, regenerating armor, or invisibility field generator? Press the to view your inventory of special weapons and equipment, which will appear in the Communication Window on the left end of the Status Bar. To use an item, highlight it with the D-Pad and press A. Press Play/Pause again and Press! You're back in the game, with your chosen equipment in hand.



R SHOOT

Right Stick

PROVE THIS ONCE to make the status bar off the bottom of the action screen for a bigger play area (Oh, that's better...) Press again to bring it back.



A Button

RAPID-FIRE PERSONAL CANNON. The essential weapon for most gun-fighting activities.



A-A

DOUBLE-TAP AND HOLD the A Button to fire rapidly in three simultaneous directions. A real thing.



B Button

HIGH-POWERED MISSILE. Fired from Quazar's gun, these can take out buildings, power plants, space ships, walls, and low-level fuel gun by the handful.



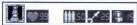
C Button

GRENADE. Does the damage of a missile, but with a wider blast radius. Best used for large buildings, heavy fortifications, and incoming hordes.




3

THE ACTION SCREEN [CONTINUED]



The Status Bar

The Status Bar at the bottom of the screen gives you vital information about Quazzor's health and firepower. Here's what's on it:

- **Communication Window** — Most of the time, Captain Quazzor's face appears here, letting you know at a glance how he's doing healthwise. Sometimes, the Police Chief appears instead, usually to chew you out or point you toward your next objective. Once you've collected some cool high-tech special police equipment, you can also put it to use from the Communication Window:
 1. Hit the Play/Pause Button to display your inventory in the window. (If you have no special items in inventory, a null sign appears instead.)
 2. Press the D-Pad left or right to scroll through your collection. 
 3. Press A to select the item and press Play/Pause again to return to the game.
- **Health Points** — This number shows Captain Quazzor's current vitality on a 0 - 99 scale. To find out how to restore health points, see the Power-Ups section below.
- **Bullets** — Our hero can pack up to 999 rounds of ammo at any given time. This supply is replenished whenever you find a cache of bullets, as described in the Power-Ups section below.
- **Missiles** — The good Captain can carry up to 99 missiles at once. As with the bullets, they are replenished when you find a missile power-up, described below.
- **Grenades** — The limit here also tops out at a maximum of 99, and they're also replenished by power-ups.

During play, press the Right Shift Button to remove the Status Bar from the bottom of the screen. Press Right Shift again to bring it back.

Matters of Life And Death

Life is cheap in the criminal underworld. Real cheap. So cheap, in fact, that even Captain Quazzor can afford to start with three of them, and the Continue pass in his pocket is good for three more. On top of that, you'll probably find a few extra free lives here and there in your travels. (Read more about 'em in the Power-Ups section of Chapter 4 - Captain Quazzor's World.)

Mission Assignments: Hail From The Chief

The Police Chief has thoughtfully planned the attack on the galactic crimelands down to the last detail... well, sorta. He's gone so far as to break the entire venture down into a sequence of ten missions that carry Quazzor through the three major planets now controlled by the Forces of Evil.

At the beginning of each new mission, the Chief delivers a very brief briefing that brings you up to speed on your objectives. If you need to review this information, check out the Mission Objectives screen, located on the Information Screen (see the next chapter).

The Chief is also a big believer in motivational pep talks, and you'll probably get quite a few during and after each mission.



3 THE INFORMATION SCREEN

The Information Screen is where you receive Top Secret Vital Information about Captain Quazar's health, location, mission objectives, and so on. It also gives you access to basic game options like Save and Quit.

While playing the game, press the Stop Button (X) to view the Information Screen. The game pauses automatically. To return to the game and resume play, press Play/Pause.



The Map

Highlight Map and press A to view a map of the areas you've explored on the current level. If the area you've covered is bigger than the map window, use the D-Pad to scroll up, down, left, or right to view other sectors of the map.

When you're done with the map, press Play/Pause to return to the Information Screen.



The Log

In this life, it's not often that you can get a clear answer to the Big Questions like "Why am I here?" But Captain Quazar is an uncomplicated kinda guy. When the existential crisis hits, just go to the Log Screen and press Left and Right on the D-Pad to cycle through each mission objective. You can also see any interrogation messages you may have received. You can even see how many mission objectives you have completed out of the maximum for that level.

To return to the Information Screen, press Play/Pause.



Load Game

Even super heroes need to knock off and go eat, sleep, and wash the goon guts out of the ol' lates suit. That's why you can save up to eight games-in-progress, and come back to them later on.

- Save Game — You can only save your game at the end of each mission. To do this:
 1. From the Information Screen, select Save Game and press A. The Save Game command only appears on-screen while you're between missions.
 2. Select one of the eight slots to save your game in. Each game is identified by the number on the slot you choose. Press A again to start the Save process.

When your game is saved, press Play/Pause to return to the Action Screen.

- Load Game — You may load a new game (or reload your present one) at any time.
 1. From the Information Screen, select Load Game and press A.
 2. Move the cursor to the slot representing the game you want to reload. Don't worry about forgetting which one it's in — as you move the cursor over each full slot, you'll see a short description of the saved game.
 3. When you've selected the right game to reload, press A to start the loading process.



THE INFORMATION SCREEN [CONTINUED]

Options

This screen lets you do all kinds of fun stuff — cut a friend in on the action, turn the music up so loud it'll rattle the windows, or take the edge off those tricky D-Pod diagonals. Here's how:

■ **Players** — You can play Captain Quazar in one of three modes:

- **One-Player Mode** — On your own. Solo. Just you, the bad guys, and one big gun.
- **Two-Player Easy Mode** — Captain Quazar's partner is Lieutenant Pulzar, a vision in yellow stretch tight. Using two control pods, you move through the criminal compounds together. You can't hurt each other with your weapons, though.
- **Two-Player Hard Mode** — No more Captain Nice Guy. In Hard Mode, Captain Quazar and Lieutenant Pulzar can hurt each other, in addition to the usual suspects.

To change the player mode, highlight the Players bar on the Options screen. To toggle among the three playing options described above, press the D-Pod to the left or right.

In either of the two-player modes, two full status bars appear at the bottom of the screen. To remove your status bar, press Right Shift. To bring it back, press Right Shift again.

You can bring Lieutenant Pulzar into an existing game (or remove him) at any time simply by changing the Player mode on the Options menu. However, once either character uses up his six lives (and any others he might have earned along the way), he disappears from the game, and cannot be reintroduced. The survivor will have to continue alone to complete the missions.

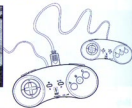


■ **Music Volume** — Move the D-Pod up or down to highlight the Music Volume option. Then, press the D-Pod left or right to raise or lower the volume level indicated in the slider bar to the right.

■ **F/X Volume** — This option changes the volume of the game's sound effects. Move the D-Pod up or down to highlight the F/X Volume option. Then, press the D-Pod left or right to raise or lower the volume level indicated in the slider bar to the right.

■ **Player 1/Player 2 Diagonals** — These bars let you control the responsiveness of the 300 Control Pod when you're trying to get diagonal motion. Highlight this option, then press the D-Pod left or right to set the slider bar to the level of diagonal sensitivity you want.

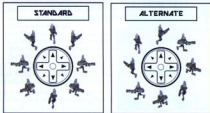
The slider bar represents a 0 – 9 sensitivity scale. Most people find that a setting between 2 and 5 is most comfortable. At higher levels, Captain Quazar turns to the diagonals more easily — but may also “stick” there a little more tenaciously, and reorient to other directions more slowly.



Options (CONTINUED)

- **Controls** — This command gives you a little extra flexibility when controlling Captain Quazar's on-screen movements by changing the behavior of the D-Pad.
 - The **Standard** setting works as shown in the left figure below.
 - The **Alternate** settings, shown at right, turn the settings clockwise about 45 degrees. Experiment with both options until you decide which one you're more comfortable with.

When you are finished in the Options screen, press Play/Pause to return to the Information Screen.



Help

The status bar has slipped off the bottom of the screen, Captain Quazar goes into dizzying spins every time you try to move him forward, and you don't recall offhand how to fire the **S&B&P** grenades! Don't panic — well, at least, not until you've searched here for possible solutions. The Help screen gives you a quick look at all the control options available on your D-Pad. When you've refreshed your memory, press Play/Pause to return to the Information Screen.

Quit

When you're ready to hang it up for now, highlight Quit and press A. Confirm your choice when the warning box appears. You're outta there!

Inventory Window

The big window running across the bottom of the information screen is the executive summary of all of Captain Quazar's assets: health, lives, weaponry, cash, mana (diamond-things), super-deluxe crime-lightin' equipment, and so on.

To use one of the items during gameplay, use the Communication Window at the bottom left of the Action Screen as described in the previous chapter. To return to the Information Screen, press Play/Pause.

The Armory

Between missions you will get a chance to go to the Armory and purchase additional weapons and equipment. At the Mission Debriefing screen, select Go To Armory in the bottom-left corner of the screen.

In the Armory screen your available funds will be displayed in the top-left of the screen. Scroll through the panel on the left to select items. For each item you select, a description will be displayed in the right panel including pricing information and your current quantity on hand of the item in question.

Press A to buy, B to sell, or C to buy the maximum quantity of an item. When you have finished in the Armory, you can press Stop or Play/Pause to return to the Mission Debriefing screen.



4 CAPTAIN QUAZAR'S WORLD

This chapter covers the weapons you'll use in the game, the power-ups that keep Captain Quazar alive and kicking, the enemies you'll encounter, and the targets you'll be out to destroy. Though this list is by no means comprehensive, if you don't know whether to ignore it, pick it up, talk to it, or blow it up, you'll probably find some answers here.

Weapons

Captain Quazar starts out with the crime fighting basics: bullets, missiles, and grenades. No first aid kit — he thinks bullets should bounce right off that bull chest. No handcuffs, either — he shoots to kill, and sometimes even succeeds. Along the way, he will likely also acquire other tools of the trade.

Your personal armory may ultimately include:



Bullets

Standard issue crime-fighter in cartridges of 10. You can carry up to 999 bullets at once. Non-sapient criminal types like to leave them lying around in crates.



Missiles

Deadly projectiles, useful on single targets. You'll also find 'em stacked up by the cabinet in many corridors. You can carry up to 99 missiles at once.



Grenades

Ready creators of wide-area damage and large-scale damage. Also found in crates. You can carry up to 99 grenades at once.



Super Gun

This is a supplement to the Captain's regular gun that lets him shoot more destructive bullets for a limited time. The ammunition is larger and does much more damage.



Super Grenade

Ability to detonate entire compounds with a single blast. You, then, stand back... *BOOM!* Actually, your own grenades don't hurt you, but they look deadly. A super grenade destroys all enemies and buildings currently on screen.



Force Shield

Absorbs damage from most attacks, mostly.



Electric Key

A smart weapon that zaps out enemies with its energy beam.



Orbiter

This gadget flies around your head, waiting to blast nearby targets with its laser beam. You can buy it in the armory, or acquire it from hidden enemies.



Invisibility Potion

The ultimate stealth weapon.

Weapons (continued)



Antidote

Don't jungle world is the ultimate toxic environment. Don't roam around without this in your safety kit.



Flamethrower

A devastating device that obliterates everything with a regular beam.



Speed Boots

Double your walking speed, double your fun.



Flare

Light the way in dark areas.

Power-Ups



Mana

Extra life force in the form of diamond-shaped left behind by defeated enemies. Collect enough of it, and you yourself can live like!



Extra Life

Just like mana, but no collecting required. One power-up, one free life. Simple.



Continues

Not just a few more points or one more extra life, this one gives you three whole lives any time you run out of chances.



Cash and Goods

Wowwwww! Go ahead — the Chief will never know. Besides, you'll need it to buy better weapons from the Armory at the end of the level.



Door Pass

The easy, blood-free, non-violent way to get through doors.



Forcefield Pass

Just carry this to deactivate every forcefield in the area.



Key

Just like keys everywhere, these can get you into buildings, gates, and elevators... if you happen to have the right one.



Map Cue

When you pick up one of these, check the Map Screen. You might get a clue that there's something interesting nearby. Use the Right and Left Shift buttons to scroll through the points indicated on the map.



Searchlight

Allows Captain Quazar to breathe under deep water.

CAPTAIN QUAZAR'S WORLD (CONTINUED)

General Targets

These are the common installations you'll find in just about every enemy compound.

- **Barracks** — This is where fresh troops come from. Find it and blow it up, and you won't have to cope with any more new enemies in the general vicinity.
- **Guardhouses & Headquarters** — When destroyed, these buildings often cough up a surrendering henchman to interrogate, or a useful power-up.



- **Safe Houses** — Storage depots for money, gems, and other valuable items.
- **Crates, Pods & Crystals** — Transport containers for various items of value.
- **Teleporters** — If you step into one of these and enter the right code, a teleporter will instantly sweep you off to another part of the planet.
- **Elevators** — There are a few different kinds of elevators, which require a variety of passwords and keys to operate.



Captain Quazar's Enemies

GET MORE SCIN

The Desert World

- **Spike Henchmen** — Some are big and well-armed. Some are puny. Some you can't even see. And a few others have Orbiters. Watch your step.
- **Tunneling Machines** — Not just for tunneling out the spike mines anymore. These machines now protect Doobah's underground spike mines and they take skill and some luck to get past safely.



The Jungle World

- **Terrorist Henchmen** — Long likes to keep his troops well-trained and well-equipped. It shows.
- **Water Monsters** — Quazar likes to think he can walk on water, but he'd best not try it when these critters are around. They combine all the best qualities of sharks, piranhas, and alligators. Stay high and dry — and alive.
- **Probes** — Persistent flying nuisances that can complicate your life. How's your shoot shooting?

The Lava World

- **Military Henchmen** — Whether they're doing it out or taking it, these guys are buffed. Some are invisible; some are bullet and missile-proof.
- **Turrets** — Revolving, floating nightmares with nasty, high-damage guns.
- **Prober** — These probes spot your location, and let the whole world know about it. Shoot them first, or be prepared to face every other unfriendly on the planet. Destroy them immediately or deal with more deadly probes.
- **Brutes** — They don't carry guns. They don't need 'em; they prefer to let their very powerful fists do the talking. Don't even bother shooting at them — they're bulletproof, and some are missile-proof as well.
- **Electric Snakes** — Six's semi-sentient pets hang around the palace, protecting stuff. They can't be killed, so your best bet is to stay out of their way.



5 ADVICE FROM THE PROS

- Master the spin maneuver. Besides giving you a nice ammo distribution, it's useful for targeting quickly in those diagonal directions that can be harder to coax out of the D-Pad.
- Don't hold back... on anything, anywhere, ever. The object here is to destroy the planet in order to save it. You earn extra pocket change for every building you blow up, and a bounty on every criminal goon you put out of action — and every cent you make is one more cent toward the really cool crime-fighting stuff you'll need later on.
- Be on the lookout for powerups. When it comes to ammo and health points, Captain Quazar doesn't know when to quit. You're going to have to keep him constantly restocked. Cores, by the way, are the best places to look.
- Another way to make things much easier on yourself is to neutralize the compound's power generator, which disables their cannon and slows down the entire trafficking operation.
- Cheat death. Run over enough of the sparkling diamond-thingsies that randomly appear when a goon buys the farm... and collect a free life!
- Everyone knows that criminals lack character. The upside of this is that some of them may abandon their allegiance to the Bosses when confronted with superior firepower. Keep an eye open for the white flag of surrender coming from communications buildings and guard houses. Properly motivated, these spinster punks may even be willing to part with some useful information.
- If you run out of ammunition and can't blow open more barrels or crates with more potential ammo, stand with the crates between Captain Quazar and any nearby enemies. Let your enemies shoot open the crates for you.
- A well-placed grenade in the water can often take out multiple monsters on the Jungle World.



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Richard Shiao

CAPTAIN QUAZAR



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Front Row, left to right — Hong Park, Tim Ryan